

Volleyball Queensland

Queensland Country Championships

Competition Regulations – Version 1.0

28 April 2023

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DOCUMENT CONTROL

All releases of the Competition Regulations for the Volleyball Queensland Country Championships have been approved by the QCC Committee.

Version	Release Date	Comments/Changes
Version 1.0	1 February 2024	Initial release of 2024 QCC Competition Regulations

PREAMBLE

The Qld Country Championships is a volleyball competition which is offered annually to current Affiliate and Associate Affiliates of Volleyball Queensland (VQ). Non-Affiliate Clubs, Schools, Interstate Teams, International Teams and Individual Teams may also be accepted for entry. The Qld Country Championships comprises multiple graded Divisions for both Men and Women and determines the VQ Club Champions Shield which will be awarded to the 'best performing' Affiliate across all divisions and both genders. Competition dates, location, Divisions offered, and entry process will be available through the VQ website, www.vq.org.au.



PART 1 – TOURNAMENT OVERVIEW

1.0: Queensland Country Championships Overview

1.1 **Tournament Format**

The Queensland Country Championships (QCC) will consist of one (1) tournament, played annually.

All participants, including their players, coaches, and officials are deemed to have read and understood these Tournament Regulations and agree to be governed by them.

1.2 **Tournament Management**

The QCC is overseen by the Management and Delivery Staff.

The Management Staff consists of:

- VQ Sport Operations Manager
- VQ State Competitions Coordinator (Tournament Director)
- VQ State Events Coordinator

The Tournament Operations Staff consists of:

- Venue Managers
- Referee Supervisors

1.3 **Additional Clauses to Regulations**

Volleyball Queensland (VQ) reserves the right to vary or amend these Regulations from time to time in order to maintain the integrity and fair play of this competition. Where possible, VQ will provide earliest notice to Affiliates of any such change.

2.0: Division Format

2.1 **Divisions**

The following Divisions will be offered in each gender:

- Championship Division
- Divisional (Division 1 / Division 2)
- Under 19
- Under 16

2.2 **Addition or Merging of Divisions**

In the event that a Division has been oversubscribed (i.e. more than 10 teams), an additional Division may be added.

In the event that a Division is not viable (i.e. less than five 5 teams), that Division may be merged with another Division.

2.3 **Division Format**

The Division and Finals Formats will be released once the draw is available.

PART 2 – PARTICIPATING TEAMS AND PARTICIPANTS

3.0: Team Nominations

3.1 **Team Nominations**

Entry is open to Affiliated Clubs, Non-Affiliated Clubs, Schools, Interstate Teams, International Teams and Individual Teams (henceforth 'Competitors').

- VQ reserves the right to refuse entry to any team for any reason.
- VQ reserves the right to admit teams or vary entries in Divisions to ensure that a Division remain viable, optimal, and team numbers are even (to avoid scheduled byes).

(3.1.1): Team Entry Requirements

- International and Interstate teams will need authorisation of their national (or state) volleyball association to enter (See [Appendix A](#)).
- School teams will need the authorisation of their school principal to nominate.

(3.1.2): Nomination Restrictions

- Competitors may nominate one (1) team in the Championship Division.
- Competitors may nominate up an unlimited number of teams in all other Divisions.

4.0: Nomination Process and Payment

4.1 **Nomination Process**

Team nominations must be entered through the QCC entry process provided on the [VQ website](#).

4.2 **Nomination Amendments and Withdrawals**

Competitors may amend or withdraw their nominations up until the close of nominations.

- See the QCC Webpage for these dates.

Competitors financial obligations if they withdraw teams are:

- Up to 50% of the nomination fee per team after the close of nomination.
- Up to 100% of the nomination fee per team after the initial draw release.
- 100% of the nomination fee per team after the commencement of the tournament.

4.3 **Payments**

Competitors will be required to pay tournament fees in full upon nomination of team(s). The payment of this fee completes the nomination process.

5.0: Player Eligibility

5.1 **Volleyball Queensland Membership**

For players to be eligible to compete in the QCC (excluding interstate and international athletes), they must be a current Recreational Member of VQ.

- There will be "Zero Tolerance" regarding unregistered players.
- Registrations must be received by VQ prior to 5:00pm on the Tuesday before playing.
- Players must represent the Affiliate they are currently with, or seek a transfer or clearance to participate in a team outside of their Affiliate.

(5.1.1): Interstate and/or International Players

- Any Interstate player(s) must be registered with their state volleyball association in which they reside.
- Any International player(s) must be registered with their national volleyball association in which they reside.
- Evidence of this registration from the state/international association must be provided to VQ upon lodgement of the team list.

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5.2	<u>Player Clearances</u> Player Clearances are not required for the Queensland Country Championships
5.3	<u>Player Eligibility</u> Men/Boys are not eligible to play in Womens/Girls Divisions and Women/Girls are not eligible to play in Mens/Boys Divisions. (5.3.1): <i>Players Playing Across Multiple Teams</i> Players may only participate in one (1) team for the entire duration of the tournament. <ul style="list-style-type: none"> - Only in extreme circumstances may a member of Management Staff grant an exemption to this Clause. This exemption must be sought prior to the player entering the match.
5.4	<u>Illegal or Ineligible Players</u> A team who fields an illegal or ineligible player will be forfeited. (5.4.1): <i>Forfeiture</i> A team will be forfeited in the following scenarios including but not limited to: <ul style="list-style-type: none"> - Unregistered or Illegal Player - Not Properly Transferred Player - Player fielding a false name - Player participating in multiple teams where no exemption was granted
5.5	<u>Unlisted Player</u> All players who take court must appear (or their full name must be clearly written) on the scoresheet team list.
6.0: Team Lists and Team Records	
6.1	<u>Player Records – Affiliates Online</u> All Affiliates are to utilise VQ's Affiliates Online System (AOL) to allocate players and team officials to the team list on the scoresheet.



PART 3 – TOURNAMENT STRUCTURE

7.0: Match Format and Match Conditions

7.1 **Match Rules**

All matches will be officiated in accordance with the current FIVB Rules of the Game 2021-2024 except where amended by these Tournament Regulations.

7.2 **Match Format**

All Championship Division matches will be played as Best of 5 Sets, with a rally point scoring system, untimed.

- Set 1 to Set 4 will be played to 25 points with a two-point advantage.
- Set 5 will be played to 15 points with a two-point advantage.
 - o In a deciding fifth set, a coin-toss will be performed in order to determine service and side. Teams are to switch sides when either team has first reached 8 points.
- No point cap will be applied to any set.

All Divisional matches will be played as three (3) Compulsory Sets, with a rally point scoring system, untimed.

- Set 1 and Set 2 will be played to 25 points with a two-point advantage.
- Set 3 will be played to 15 points with a two-point advantage.
 - o In the third set, a coin-toss will be performed in order to determine service and the side. Teams are to switch sides when either team has first reached 8 points.
- No point cap will be applied to any set.

All Junior Divisions (Under 19/Under 16) matches will be played as three (3) Compulsory Sets, with a rally-point scoring system, within a 60 minute timeframe.

- Set 1 and Set 2 will be played to 25 points with a two-point advantage.
- Set 3 will be played to 15 points with a two-point advantage.
 - o In the third set, a coin-toss will be performed in order to determine service and the side. Teams are to switch sides when either team has first reached 8 points.

No point cap will be applied to any set.

7.3 **Match Timing and Guaranteed Earliest Start Time (GEST)**

The Venue Manager reserves the right to permit matches to commence late without penalty due to unforeseen circumstances.

(7.3.1): [Championships/Divisional] Guaranteed Earliest Start Time

Tier 1 and Tier 2 Matches will be played under Guaranteed Earliest Start Time (GEST).

- All matches will commence (first whistle to serve) at the time stated on the official draw.
- If the previous match has delayed the start of the next match, the next match will start 15 minutes (or 20 minutes should the duty team be the next team scheduled to play) after the finishing of the previous match.

(7.3.2): [Junior Divisions] Match Timings

All matches will commence (first whistle to serve) at the time stated on the official draw.

- Any match that starts late for any reason will still finish at the scheduled finish time unless approved by the Venue Manager (for unforeseen circumstances).

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7.4

Match Ball and Net Heights

The official match ball of QCC is the Mikasa V200W.

The following net heights will be used for each Division:

	Mens	Womens
Championship Division	2.43m	2.24m
Divisional (Division 1/Division 2)	2.43m	2.24m
Under 19	2.43m	2.24m
Under 16	2.35m	2.15m

7.5

Pre-Match Protocol (Warmup)

There will be a 10-minute pre-match protocol (warmup).

- The pre-match protocol will begin 10 minutes before the scheduled time on the draw.
- Teams who arrive late for the pre-match protocol will not be provided with additional time..

7.6

Amendments to Match Rules/Format

The following amendments have been made to the FIVB Rules of the Game 2021-2024:

(7.6.1): Substitutions ([Appendix B](#))

- The 12 Substitution Rule will be in effect for all matches.

(7.6.2): Liberos

- In the Championship Division, up to two (2) Liberos can be allocated per match (Libero per Match),
- In the Divisional Divisions and Junior Divisions, up to two (2) Liberos can be allocated per set (Libero per Set);
 - o Liberos for Divisional and Junior Divisions may have differing numbers – this will need to be indicated next to the player's name on the scoresheet ([see Example](#))
- The Venue Manager may give permission for a Libero to be redesignated as a normal player in the case of an injury to avoid a forfeit. This redesignation may occur during a set.

(7.6.3): [Junior Teams] Timed Match Rules

The following rules will only apply for Junior Divisions matches that are time-limited.

- No substitutions or timeouts can be called in the last five (5) minutes of a match.
- No further points may be played after the sixty (60) minute timeslot has elapsed.
 - o If the Referee has whistled for service prior to the end of match, the rally must be completed and will count towards the final score. If this rally then results in a replay, the rally will be replayed and completed. The First Referee alone will determine if the whistle was blown before the end of the match.

(7.6.3): Team Officials

- Each team is allowed a maximum of three (3) team officials (e.g. Coach, Assistant Coach, Manager) on the bench at any given time. These team officials must be written on the scoresheet and can be written in at anytime before or during the match.

7.7

Match Commitment

Any team (minimum 6 players) who fails to take the court at the start of the match will be penalised as below:

Failure to take the court at designated start of the match	First set forfeited
Failure to take the court after 10 minutes from signalled start time	Second set forfeited
Failure to take the court after 20 minutes from signalled start time	Third set forfeited and match forfeited.

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(7.7.1): *Forfeited Set*

- A forfeit in the Championship Division for Set 1, Set 2, and Set 3 will be recorded as 25-0 to the non-forfeiting team.
- A forfeit in all other Divisions for Set 1 and Set 2 will be recorded as 25-0 to the non-forfeiting team; a forfeit in Set 3 will be recorded as 15-0.

(7.7.2): *Forfeited Match*

- Where a team has forfeited the first three (3) sets, the non-forfeiting team will be declared the winner with a set score of 3-0 and point score of 75-0 in the Championship Division, or a set score of 3-0 and point score of 65-0 in all other Division.
- The team which forfeited will receive the associated fines and penalties.

7.8 **Double Forfeitures**

Where both teams have failed to take court at the designated time, both teams will forfeit Set 1.

(7.8.1): *Double Forfeitures in the Championship Division*

Where both teams have forfeited Set 1 but are ready to play Set 2, the match shall be played as Best-of-3-Sets. Where both teams have forfeited Set 1 and Set 2, the match shall consist of one (1) set, played to 25 points with a two-point advantage.

(7.8.2): *Double Forfeitures in All Other Divisions*

Where both teams have forfeited Set 1 but are ready to play Set 2 or have forfeited both Set 1 and Set 2, the match shall consist of one (1) set, played to 25 points with a two-point advantage.

7.9 **Duty Commitments and Officials**

Teams will be required to perform duty where allocated on the draw.

- Each duty team must provide a First Referee, a Second Referee, a Scorer, and two (2) Line-Judges. An Assistant Scorer is also desirable.
- The full duty team is required to report to the score bench at the start of warmup (10 minutes prior to the start of the match).

(7.9.1): *Duty Team Accreditations*

- Duty teams in the Championship Division are required to provide a First Referee with at least a Volleyball Australia Level 2 State or Associate Officiating Accreditation.
- Duty teams in all other Divisions are required to provide a First Referee with at least a Volleyball Australia Level 1 Officiating Accreditation.

(7.9.2): *Duty Team Requirements*

- Each team Junior Divisions are to provide a responsible duty adult to supervise for the entire duration of the match, including the pre-match protocol.
- Duty members are not permitted to use any technological device or similar, which may distract them from the match.
- Failure for the required number of duty team members (i.e. 5) to report for duty at the coin toss will result in the loss of one (1) competition point, this will be increased to the loss of two (2) competition points at the start of the match.
- All duty teams must ensure that the scoresheet is completed in accordance with the scoresheet checklist provided on the scorebench.

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7.10 **Player Attendance and Team Lists**

For a player to have been recorded as having played, that player must be listed on the team list and have entered the court at least once.

- Players may be added to the team list after the start of the match only with the approval of the Venue Manager.

In the event of a forfeit by the opposition team, for the winning team:

- If the forfeit occurs at the venue without notice, all players that are listed or written on the scoresheet and are present will be recorded as having played.
- If the forfeit is notified by the opposition team prior to the scheduled day of the match, all players that are listed on the scoresheet (via Affiliates Online) at the time of the forfeiture will be recorded as having played.



PART 5 – COMPETITION STANDING AND FINALS SERIES

8.0: Competition Points

8.1 Allocation of Competition Points

Competition Points for all Divisions will be allocated as follows:

Match Won	3 points
Match Lost	1 point
Match Forfeit	-2 points
Missing Duty Members at the Coin Toss	-1 point
Missing Duty Members at the start of the Match	-2 points

8.2 Competition Ranking

Competition ranking refers to the rank of each team within a Division. The ranking of teams on the Competition Ladder is determined in the following order:

- The most Competition Points
- The highest Set Ratio (5 decimal places)
- The highest Point Ratio (5 decimal places)
- Head-to-Head: The result of the last match played between the two (2) tied teams.

(8.2.1): Calculation of Set and Point Ratios

Set Ratio	$Set\ Ratio = \frac{Total\ Sets\ Won}{Total\ Sets\ Played}$
Point Ratio	$Point\ Ratio = \frac{Total\ Points\ Won}{Total\ Points\ Played}$

(8.2.2): Unequal Preliminary Matches Played

If teams in a Division have played an unequal number of preliminary matches or extended preliminary matches, the competition points will be replaced by average competition points.

Average competition points will be calculated as per below:

$$Average\ Competition\ Points = \frac{Competition\ Points}{Total\ Matches\ Played}$$

9.0: Finals Series

9.1 Finals Series

The length of the Finals Series may differ across Divisions due to Division size. The Finals Series (or Finals Format) refers to matches that are not classified as Preliminary Matches or Extended Preliminary Matches.

9.2 Finals Series – Match Format

(9.2.1): Finals Series – Championship Division

All Championship Division matches in the Finals Series will be played as Best-of-5 Sets, untimed, with a rally point scoring system.

- Set 1 through to Set 4 will be played to 25 points, with a two-point advantage.
- Set 5 will be played to 15 points, with a two-point advantage.
- No point cap will be applied to any set.

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(9.2.2): Finals Series – All other Divisions

All other Division matches in the Finals Series will be played as three (3) Compulsory Sets, untimed, with a rally point scoring system.

- Set 1 and Set 2 will be played to 25 points, with a two-point advantage.
- Set 3 will be played to 15 points, with a two-point advantage.
- No point cap will be applied to any set.
- Should an outright winner be determined after two (2) sets (i.e. a team has won the first two sets), both team may mutually agree to not play the third set. This agreement must be made between both captains (or coaches).

9.3 **Forfeitures in the Finals Series**

Where a team is forfeited for any reason in the Finals Series, the offending team may be removed from the Finals Series in its entirety.

- Only teams who have fulfilled their finals commitments including duties will be eligible for any medals or awards.

Where a team is removed for any reason from the Finals Series, the next highest ranked team in the competition ranking for that Division or the opposing team that was not forfeited in the Finals Series will progress through.

10.0: Finals Eligibility

10.1 **Finals Eligibility – Overview**

- All eligibility Clauses listed in 5.0 *Player Eligibility* remain in effect during the Finals Series.
- To be eligible to participate in the Finals Series, a player must have been listed and taken court for that team in at least two (2) preliminary round matches.

10.2 **Exemptions for Finals Eligibility**

If a player has not participated in the required number of matches to compete in the Finals Series, Competitors may apply for an exemption for the player to participate.

- Exemptions will be treated on their merits. Exemptions must be submitted to Management Staff prior to the commencement of the Finals Series for that Division.



PART 6 – TOURNAMENT POLICIES

11.0: Uniforms

11.1 Uniform Requirement

All players must wear a uniform, complete with the following:

(11.1.1): *Playing Jersey/Shirt*

- The playing jersey/shirt (including the Libero) must have a permanently fixed number between 1 and 99 on both the front and back.
 - o In the event there is a duplicate number on the team list, tape may be used temporarily change the jersey number for that one (1) round.
- The playing jersey/shirt must be consistent in colour and design throughout the team, with the exception of the Libero uniform.

(11.1.2): *Libero Playing Jersey/Shirt*

- The playing jersey/shirt for the Libero must be contrasting to the rest of the team jerseys or have a different dominant colour to any colour in the team uniform.
- In the Youth Tier, as the Libero can be changed per set, players may have differing jersey numbers for their regular uniform and Libero uniform. Both numbers must be listed on the team list ([see Scoresheet Example](#))

(11.1.3): *Playing Shorts*

- Male players must wear shorts that are of a consistent colour to the rest of the team.
- Female players can wear shorts, sports briefs or bike pants, provided the uniform is generally consistent throughout the team in terms of colour.
- The manufacturer's logo/brand must not exceed 10cm x 10cm unless the marking is consistent throughout the team, this includes stripes on the shorts.

(11.1.4): *Alternation to Uniforms*

- Provided that the design and colour are consistent, variations of the team uniform, such as long-sleeve shirts or long pants are also permitted.

(11.1.5): *Sponsoring*

- Sponsor logos must be consistent throughout the team.

(11.1.6): *Penalties Associated with Uniforms*

- Penalties relating to uniforms will be issued by the Management or Operations Staff.

(17.1.7): *Uniforms Exemptions*

- Uniform exemptions may be requested.
- These exemptions can be requested from either the Management Staff or the Venue Manger.

12.0: Behavioural Policies and Guidelines

12.1 Behavioural Misconduct

The Delivery Staff (Venue Managers and Referee Supervisors) as well as the Management Staff have the power to sanction participants (players, coaches, managers, etc) where required.

Players and team officials may be given a written warning from the VQ State Competitions Coordinator or Management Staff regarding their conduct during competition. This will be emailed to the Affiliate contact by no later than five (5) days following the tournament.

12.2	<p><u>Sanctions - Player and Team Officials</u></p> <p><i>(12.2.1): Red Cards During Match</i> Any player or team official who receives two (2) written warnings or two (2) Red Cards (excluding time delay sanctions) within a five (5) week period will be;</p> <ul style="list-style-type: none"> a) suspended from being involved in the same team's next match, which does not include a bye. b) cannot be involved in any matches or Divisions until Clause 12.2.1a is completed. <p><i>(12.2.2): Expulsion During Match</i> Any player or team official who is sanctioned with expulsion (Red & Yellow together) will be;</p> <ul style="list-style-type: none"> a) expelled immediately from the set in which they incurred the sanction. b) suspended from being involved in the same team's next match, which does not include byes. c) cannot be involved in any matches or Divisions until Clause 12.2.2b above is completed. <p><i>(12.2.3): Disqualification During Match</i> Any player or team official who is sanctioned with disqualification (Red & Yellow apart) will be;</p> <ul style="list-style-type: none"> a) expelled immediately from the match in which they incurred the sanction and escorted out the venue. b) suspended from being involved in the same team's next two (2) matches, which does not include byes. c) cannot be involved in any matches or Divisions until Clause 12.2.3b above is completed. <p><i>(12.2.4): Appearance Before Judicial Committee</i> Any player or team official who is sanctioned with disqualification or expulsion may be further cited to appear within five (5) days at a VQ Judiciary Committee hearing at the discretion and direction of the VQ General Manager.</p>
12.3	<p><u>Spectator Behaviour and Misconduct</u></p> <p>Spectators are expected to act and behave in a manner appropriate for a sports event. Spectators whose behaviour is considered unruly, unsuitable, or abusive may be evicted by the Delivery Staff or referred to Venue Security.</p>
12.4	<p><u>Appeals Related to Behaviour</u></p> <p>Matters concerning discipline will be referred to the VQ Judiciary Committee for action as outlined in VQ's <i>Complaints Handling Procedure</i>.</p> <ul style="list-style-type: none"> - This appeal must be launched via the online <i>Appeals Form</i> within three (3) days of receiving notification of the infraction.
12.5	<p><u>Appearances Before the Judicial Committee</u></p> <p>Participants who are asked to appear before the VQ Judiciary Committee will be notified via email. The hearing will be at the VQ Office at the discretion and direction of the VQ General Manager.</p>
12.6	<p><u>Rules and Scenarios Outside the Scope of Regulations</u></p> <p>Where a situation occurs that is outside the scope of these Regulations or it is a matter of integrity to the competition, Tournament Management will convene to determine the outcome of the matter. The decision made will be final. The penalties associated with breaches which occur outside the scope of these Regulations or have breached the integrity of the competition may not be listed on the fines schedule of these Regulations.</p> <ul style="list-style-type: none"> - Where required, members may be asked to appear before the VQ Judiciary Committee.

13.0: On-the-Spot Protest Resolution

13.1 **On the Spot Protest Guideline (Appendix D)**

A match protest will be resolved using the On-the-Spot Protest Resolution guideline. Match protests are not subject to further appeal.

Should a team believe that a match official has incorrectly applied or misinterpreted a rule, they should:

1. Immediately, at the completion of the rally, inform the Second Referee that they wish to launch an On-the-Spot Protest.
2. The First Referee will suspend the game and consult with Delivery Staff, who will perform an On-the-Spot Protest Resolution.

The Referee Supervisor or Venue Manager (should the Referee Supervisor be unavailable) will assess the validity of the protest. A valid protest includes:

1. An improper decision by the First Referee or Second Referee did not apply the rules correctly; and/or,
2. An improper decision of the Scorer who made a mistake on the rotational order or score.

A protest outside this scope is considered an improper protest (including, but not limited to, a Referee's decisions on sanctions, playing actions, or misconduct).

If a protest is deemed improper, the protest will be **REJECTED**:

- The protesting team will receive a delay sanction (time delay red).
- The match will continue immediately.

If a protest is deemed legal, it will be **ACCEPTED**:

- The Referee Supervisor or Venue Manager will investigate the protest to assess whether the Referee's decision is **UPHELD** or **OVERTURNED**.
- There are no penalties for the protesting coach/team after this point.
- The Referee Supervisor or Venue Manager will obtain the protest from the coach and the Referee's rationale for their decision.
- The Referee Supervisor or Venue Manager will determine whether the decision is **UPHELD** or **OVERTURNED**, and inform the first referee, protesting coach, and opposing coach of the decision along with the rationale.

Should the decision be **UPHELD**:

- The match will be resumed with the original decision from the Match Referee.
- The protest will be noted on the scoresheet.

Should the decision be **OVERTURNED**,

- The match is resumed from the point prior to the Referee's decision (previous rally cancelled).
- The protest will be noted on the scoresheet.

The decision by the Referee Supervisor or Venue Manager is final.

13.2 **Appeals Relating to the Management of the QCC**

Appeals against a decision of Tournament Management must be lodged with the VQ General Manager within one (1) hour of receiving a decision in accordance with VQ's "Complaints Handling Procedure".

14.0: Injuries

14.1 **Blood Rule Procedure**

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In the event that blood is present, or a player is injured on court, the rally is immediately cancelled, and in the case of blood, the match suspended. The playing surface, player(s), ball, net, and all equipment will be assessed for traces of blood.

- Any bleeding player(s) with blood on them, will be escorted off the court by Tournament Operations Staff to first-aid where they will be able to clean off all traces of blood.
- The time will be paused (in Junioe Division matches) to assess/sanitise the court of blood.

Once there is no blood present on court, other players, or playing equipment, the match shall resume immediately with a Blood Rule Substitution (refer to Clause 14.2).

If in the event that an injured or ill player cannot be substituted legally or exceptionally, Clause 14.5 (*Medical Timeout*) will be followed. If after 5 minutes has elapsed, and the player is not able to continue, the team will be declared in completed and the match forfeited.

If blood is present on court, all players (who do not have blood on them) will be vacated to the benches while the court and affected areas are cleaned and disinfected by Tournament Operations Staff.

- The time taken to disinfect the court and equipment will be added onto the 60 minutes and played until that time has elapsed (Junior Division timed matches).

14.2 **Blood Rule Substitutions**

If a player is bleeding, they may be substituted out for any player on the team list who is not already on the court.

- If a Libero is on court at the time of the Blood Rule, they may be exchanged out for the original player, be redesignated, then substituted on for the bleeding player in the same interruption.
- Blood Rule Substitutions are not counted as official substitutions but will be noted on the scoresheet to maintain rotational (service) order.

14.3 **Returning Player**

Returning Players (or anyone with blood on them) may return to court if they fulfil all of the following:

1. They are not bleeding, and any open wound(s) has been dressed;
2. There are no traces of blood on their person or uniform;
3. They have been assessed by First-Aid, and have been allowed to resume playing;
4. They do not pose a risk to other fellow participants.

14.4 **Exceptional Match Interruption**

(14.4.1): Injury/Illness

Where a serious accident (or incident) has occurred and a player is unable to be moved from the court by medical staff, the match will be moved to an alternate court at the same venue (if possible). If a match is unable to be moved to an alternate court at the same venue, follow Clause 14.4.3.

(14.4.2): Unforeseen Circumstance

Where an unforeseen circumstance has occurred causing a substantial delay, the match will be moved to an alternate court at the same venue (if possible). The Venue Manager alone will determine if an incident is substantial to constitute an exceptional match interruption. If a match is unable to be moved to an alternate court at the same venue, follow Clause 14.4.3.

(14.4.3): Procedure for Exceptional Match Interruptions

1. The match will be delayed until the playing surface is cleared or an alternate court can be secured (whichever occurs first)
2. If the delay exceeds one (1) hour, both captains will be asked if their respective teams wish to continue or reschedule the match.

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	<p>a. Should both captains agree to continue the match FIVB protocol will be followed (Clause 17.3.2.1 and Clause 17.3.2.2 in the FIVB Rules of the Game 2021-2024).</p> <p>b. Should the captains agree to reschedule the match or four (4) hours elapses from the start of the delay (whichever occurs first), the whole match will be replayed and rescheduled under Clause 8.6 (All sets and points are cancelled, and the score reset to zero).</p>
14.5	<p><u>Medical Timeout</u></p> <p>Where a team has exhausted their regular time-outs, as well as used all possible substitutions (including exceptional substitution), a team may request a medical timeout.</p> <ul style="list-style-type: none"> - A medical timeout can only be requested once per team during a match. - A medical timeout will last for a maximum of five (5) minutes. - A medical timeout must be approved by a member of the Tournament Operations Staff and will begin once medical attention or treatment (First Aid) has begun on the injured player. The timing of the medical timeout will be supervised by a member of the PVL Tournament Operations Staff. <p>After the completion of the medical timeout, the team must decide whether they are able to continue the match or declare a forfeit due to injury. No fines or sanctions apply to this type of forfeit.</p>
15.0: Awards	
15.1	<p><u>Placing Awards</u></p> <p>Each Division will receive medals for placing first (1st), second (2nd), and third (3rd). The team that has placed first (1st) in each Division will be awarded a perpetual trophy and a Divisional Champion's Plaque. The perpetual trophy must be returned to VQ prior to the next season.</p>
15.2	<p><u>Most Valuable Player (MVP)</u></p> <p>A Most Valuable Player Award will be presented to the player in each division who has accumulated the most MVP points during all matches excluding the Finals Series. The duty team of each match will vote on a player that is to be awarded 3-points and 1-point.</p> <ul style="list-style-type: none"> - The 3-points/1-point can be awarded to any player, on either team, that has taken court. - Fines will apply to the duty team for failure to award both MVPs, or if an MVP was given to a player that did not take court (see fine schedule).
15.3	<p><u>Player of the Finals</u></p> <p>The Player of the Finals Award will be awarded to the best performing player in the Gold Medal Match of each Division. This award will be voted on by the First and Second Referees of the match.</p>
15.4	<p><u>Queensland Country Champions Shield</u></p> <p>The Queensland Country Championships Shield will be awarded to the Affiliate with the most Championship points at the end of the tournament. Championship points will be allocated as a combination of two (2) parts:</p> <ul style="list-style-type: none"> - Division Participation Points and - Placing Points <p><i>(15.4.1): Sterilisation of Points</i></p> <p>Affiliates with more than one (1) team entered in a Division will only receive Division Participation Points and Placing Points for the team which has ranked the highest in that Division.</p> <ul style="list-style-type: none"> - The points corresponding to the Affiliate's remaining teams are "sterilised". - Lower-placed teams do not move up the "Placing Points" table after sterilisation.

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(15.4.2): Division Participation Points

A base level of points awarded for entering an Affiliate's first team in that Division.

Division	Points
Championship Division	75
Division 1	50
Division 2	30
Under 19	20
Under 16	10

(15.4.3): Placing Points

Determined by the final ranking of a team in a Division, subject to Clause 15.4.1.

Rank	Points	Rank	Points	Rank	Points
1 st	100	5 th	20	9 th	8
2 nd	75	6 th	15	10 th	6
3 rd	45	7 th	12	11 th	4
4 th	30	8 th	10	12 th +	2

The Queensland Country Champions will be calculated at the end of all finals matches.

(15.4.4): Tied Championship Points

Where the Championships Points are tied, the following order will determine the QCC Club Champions:

- Number of Gold Medals won across all Divisions
- Number of Silver Medals won across all Divisions
- Number of Bronze Medals won across all Divisions
- The result of a head to head in between the two Affiliates in the highest Division across both genders combined.



PART 8 – DEFINITIONS

Definitions

Affiliates	An incorporated Member Association/Club that run/enter into volleyball and/or beach volleyball competitions. They may select representative teams to participate in volleyball and/or beach volleyball competitions/events. They must register all members, provide financial reports to VQ and pay the membership fees prescribed.
Associate Affiliate	Are not necessarily incorporated entities, however, may represent a particular stakeholder or advocacy group that is involved with the volleyball and/or beach volleyball community.
Club Championship	The title awarded to the Affiliate who has accumulated the most Championship points across in the QCC.
Completed Rally	A sequence of playing actions which results in the award of a point.
Division	A grouping of teams.
Duty Adult (Duty Team Adult)	A responsible person at or over the age of 18 years of age. The duty team adult does not need to be a representative of the duty team's Affiliate.
Extended Preliminary Match	A subset of matches included in the round robin matches extending past the preliminary matches. These matches are not a part of the Finals Format/Series.
Finals Format / Finals Series	A subset of matches where participation is determined by the ranking on the Competition Ladder or by a match in the Finals Series after the completion of the Preliminary and Extended Preliminary Matches.
FIVB	The Federation Internationale de Volleyball is the governing body for all forms of Volleyball on a global level.
Libero	A class of player who acts as the defensive specialist for the team. The Libero Player is defined in Chapter 6 of the FIVB Rules of the Game 2021-2024.
Official Draw / Draw	The schedule of matches as published on the VQ Website.
Player	Any person who participates on court during a match – this includes the Libero.
Player Clearance	A request for a player to move from one Affiliate to another for only the duration of the season (or requested time period).
Player Transfer	A request for a player to move from one Affiliate to another.
Point Countback	The comparison of all points won between both teams.
Preliminary Match	A subset of matches where teams play a round robin in their pool. These matches are not a part of the Finals Format or Finals Series.
Round Robin	A series of matches between all teams within a pool (or Division).
Sterilised	Club Championship points are zeroed due to multiple team entries into the same Division by an Affiliate.
Unregistered Player	A player who does not hold a current VQ Membership.
Volleyball Australia	The governing body responsible for all forms of Volleyball on a national level.
Volleyball Queensland	The governing body responsible for all forms of Volleyball on a state level.
VQ Membership	Registration to Volleyball Queensland as a member. There are 4 classes of registration (full benefits of each class can be found on the VQ Website). <ul style="list-style-type: none"> - Full Member - Recreational Member (Recreational membership is required for the QCC) - Spikezone Member - Non-Playing Member

APPENDIX A – Interstate and International Team Eligibility Policy

If Australian, must be registered with their state volleyball association in which they reside.

If international, must be registered with their national volleyball association in which they reside.

Evidence of this registration from the state or national volleyball association is to be provided when lodging the team list.

Interstate or international teams will require authorisation of their state or national volleyball association to enter.

Teams nominated must complete and sign a code of conduct which encompasses the team, players, coaches, managers, and anyone attached to the team nomination.

VQ reserve the right to request additional requirements from interstate or international teams where not covered by this policy or the QCC Regulations.

VQ reserve the right to refuse entry or amend the entry of interstate or international teams where required.

For more information, please contact the QCC Tournament Director or QCC Management Staff.

APPENDIX B – 12 Substitution Rule

- a) A team shall be allowed a maximum of twelve (12) substitutions in any one set. Players starting a set may be replaced by a substitute and may subsequently re-enter the set twice. Each substitute may enter the set three times. A player shall not enter the set for a fourth time (starting shall count as an entry). Players re-entering the set must assume the original position in the service order in relation to other teammates. No change may be made in a player's position in the service order unless necessitated by an injury requiring an abnormal substitution under the provisions of paragraph b) below. Any number of players may enter the set in each position in the service order.
- b) If through any injury a player is unable to play and substitution cannot be legally made the team is entitled to make an EXCEPTIONAL substitution beyond the limits of paragraph (a).
(This means that ANY player on the bench may replace the injured player)
- c) If through injury or accident a player is unable to play and substitution cannot be made under the provisions of paragraph a) or b), the first referee may grant a special time-out under the provisions of the rules of the game.
- d) If a team becomes incomplete through expulsion of a player and substitution cannot be made under the provisions of paragraph a) above, the team loses the set by default, keeping the points acquired. If a team becomes incomplete through disqualification of a player and substitution cannot be made under the provisions of paragraph a) above, the team loses the match by default, keeping the sets and points acquired.

Example

The following diagram illustrates how substitutions are recorded on the scoresheet.

I		II		III		IV		V		VI	
10		4		11		2		1		7	
6	3					5					
10						2					
9						5					
8						②					
⑩						⑤					
8											

In the example shown above, the starting line-up is 10, 4, 11, 2, 1 and 7. This means that these players made their first entry for the set. The coach then substitutes into position one (I) players numbered 6, 9, 8 and 3. Number 10 has made three (3) entries and is not permitted any more entries for the set. The same can be said for players number 2 and 5 in position four (IV).

The players numbered 10, 6, 9, 8 and 3, must remain in position one (I) and none of them can be used to substitute into another position in this set. For example, player 8 has only appeared twice so far and can therefore make another appearance on court but only in position one (I) and only if no more than twelve substitutions are used per set. In the example shown above, all twelve substitutions have been used.

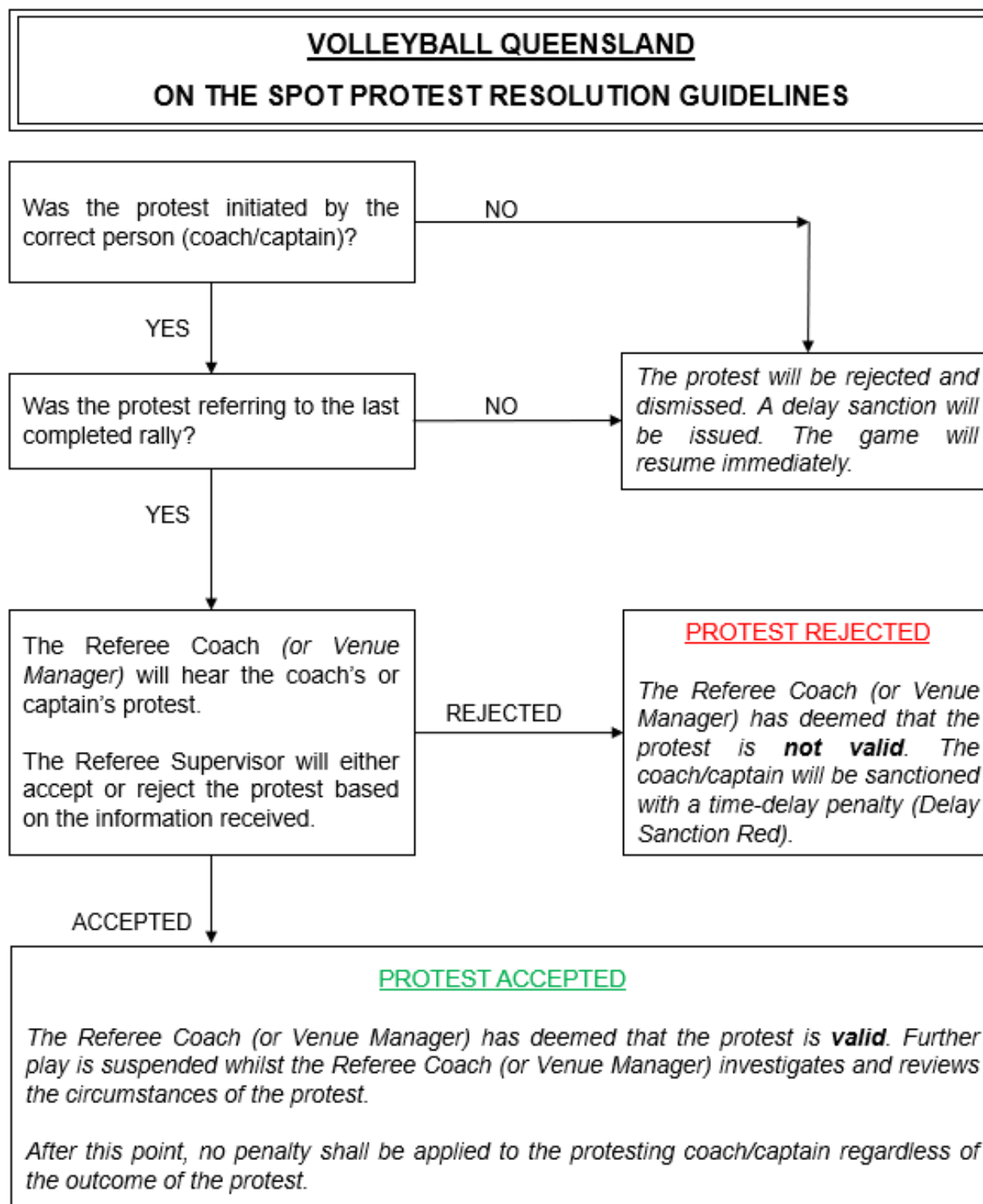
The scorer recording the substitutions will use the left side column first for each position and when the left is full use the right side column. There is no requirement to record the score at the time of each substitution. The Scorer reports the 11th and 12th substitutions of the team and the third court entry of a player to the second referee who then indicates to the coach concerned and First Referee in that order.

APPENDIX C – Pre-Match Protocol

Time	Team
Match Start – 15mins	Official warmup off the net
Match Start – 8mins	Team captains present to the First Referee for the coin toss
Match Start – 7mins	Official warmup at the net begins Both teams are permitted to hit at the same time from position 4 (hitting to position 1 only)
Match Start – 4mins	Teams are authorised to hit from position 2 (hitting to position 5 only)
Match Start – 2mins	Teams are authorised to serve
Match Start – 1min	Teams are vacated from the court (team briefing)
Match Start – 30 sec	Starting-six are to enter the court, and the libero replacement is authorised
Match Start – 0min	Match commences

Time	First Referee	Second Referee	Scorer
Match Start - 15mins	Present at court Check net height and equipment Official Warmup Begins	Present at court Check net height and equipment	Present at court Check net height and equipment
Match Start - 8mins	Summon team captains for coin toss	Attend coin toss	
Match Start - 7mins	Official warm-up at net commences Monitor warmup	Monitor warmup	Check that players on court are present on the team list once Captain/Coach have signed the scoresheet.
Match Start - 4mins	Signal to switch sides for hitting		
Match Start - 2mins	Signal for teams to serve		
Match Start - 1min	Signal for teams to leave court		
Match Start - 30 sec	Signal for the Starting-Six to enter court	Check position of players Authorise libero replacement if required	Check position of players
Match Start	Authorise of first rally		

APPENDIX D – On-the-Spot Protest Resolution Flowchart



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VOLLEYBALL QUEENSLAND **ON THE SPOT PROTEST RESOLUTION GUIDELINES**

INVESTIGATION

Where a protest has been accepted concerning a Referee's decision, the Referee Coach (or Venue Manager) will listen to the Duty Team Officials (First Referee/Second Referee/Scorer). The Duty Team Official(s) will provide the Referee Supervisor a summary of the events, and reasons of their decision concerning the application of the regulation.

In the case of a protest concerning the scorer's decision, the Referee Coach (or Venue Manager) and the First Referee will meet with the scorer to resolve the protest.

According to the rules in force, the Referee Supervisor decides to either :

- a. Uphold the First Referee's decision; or
- b. Overturn the First Referee's decision

UPHELD

OVERTURNED

DECISION UPHELD

*The Referee Coach (or Venue Manager) has deemed that the first referee's decision **was correct**, and the decision is **upheld**.*

The game is resumed after having applied the first referee's original decision.

DECISION OVERTURNED

*The Referee Coach (or Venue Manager) **overturns** the first referee's decision.*

The game is resumed from the point prior to the protest (previous rally cancelled).

PROTEST RESOLVED

*The Referee Coach's (or Venue Manager) decision **is final and cannot be protested further** to any competition staff.*

